

**City of Chesapeake**  
**Department of Parks, Recreation and Tourism**  
**2018 ATHLETIC RULES AND POLICIES**

**ADULT SOFTBALL RULES**



These Athletic Rules and Policies are approved by the Chesapeake Parks and Recreation Advisory Board. They are in effect for the 2016 Sport Season. The new rules are identifiable by bold type.

**ANTI-DISCRIMINATION STATEMENT**

"As a recipient of Federal financial assistance, the Chesapeake Parks, Recreation and Tourism Department's programs and activities are open to all persons regardless of race, sex, religion, color, national origin, age or handicap."

"If anyone believes he or she has been subjected to discrimination on the basis of race, color, national origin, age or handicap, he or she may file a complaint alleging discrimination with either Kelvin Foye, Equal Employment Opportunity Specialist, Department of Human Resources, 306 Cedar Road, Chesapeake, Virginia 23322, telephone 382-6055."

## **ADULT SOFTBALL RULES**

2.0 GOVERNING RULES - Amateur Softball Association (A.S.A.) rules and Tidewater Virginia A.S.A (Local) Tournament rules will govern play.

- A. Ages - Players must be 16 years of age on or before the first game of each season. Players under age 18 must have parental consent with age and parent's signature entered on the player roster form.
- B. Church Players - In order to play on a church team, participants must be members of the church or attend services at the church at least two times a month during softball season.  
  
Each church's minister must sign each player's contract, verifying their eligibility.
- C. Industrial League - Participating companies must be physically located within the city limits of Chesapeake. All players must be full-time or regular part-time employees of their team's company while under contract at the time of registration for the league. Each company's owner, president, manager, or personnel director must sign each player's contract, verifying their eligibility.
- D. Number of Players - No team may have more than 20 players under contract at one time. If the manager is a player, he will be included in this limit.
- E. Players' Rosters - Before and during the season, team roster forms must be submitted to the Parks, Recreation and Tourism Department at least 48 hours before a player or team is eligible to participate in a game. Team roster forms must be submitted for additional players by the cutoff date for adding new players printed on the game schedules and 48 hours before participating in a game. Players' names will not be accepted over the telephone, at community centers or ball fields, and postmark dates will not be accepted. First and last names on the roster must be identical with the names that appear on the player's driver's license or other legal identification. The players' jersey numbers must also be placed on the roster. It is the manager's responsibility to notify the Department of any changes such as players' jersey numbers, coach's address or phone number in writing. Teams failing to submit a team roster 48 hours prior to their first game will not be authorized to play until they have met the 48-hour requirement. A forfeit will result in games for which teams are found in violation of the team roster requirement.

- F. Teams Dropped from League - Should any team forfeit its franchise, players on the team will not be eligible to play with any team in the league after deadline date.
- G. Registration Deadline - No new players may sign up after the deadline designated by the Parks, Recreation and Tourism Department. The deadline will be after half of the scheduled games have been physically played.
- H. Releases - All releases must be in writing and must be on team roster forms. No player or players will be permitted to switch teams within the league after the first half of play.
- I. Release Appeal - When a player's release has been refused he can make an appeal to the Parks, Recreation and Tourism Department. The appeal must be in writing. The Department will decide if the player in question is entitled to his release. Managers will abide by the decision made. The ruling of the Parks, Recreation and Tourism Department is final.
- J. Ex-professional Players - Ex-professional players may play in City recreational leagues.
- K. Female Participation – Female participation is allowed in the Men’s Open, Industrial and Church Leagues and will use the same size ball as the men.

## 2.2 TEAM RESPONSIBILITIES

- A. Seating - The home team will occupy the third base bench; the visiting team will sit on the first base side. Only players, one scorer, the manager, and the coach will be allowed on the bench.
- B. Official Scorebook - The home team will be designated as the official scorer. The visiting scorekeeper is requested to check with the home scorekeeper frequently so no mistakes will be made. In the event of a dispute that cannot be settled, umpires will collect both books immediately and make all necessary notations.
- C. Game Balls – Teams will hit their own balls during games. Separate men’s and women’s league teams will furnish one 12” or 11” ball to the opposing team at the start of the game. Coed league teams will furnish a playable 11” and a playable 12” ball to the opposing team at the start of the game. Each team is responsible for replacing the balls their team hits out of play.
- D. Ball Type – The Men and Coed Men will use the 12 inch **.52 cor., 300 lbs.** compression A.S.A. approved softballs. The Women and Coed Women will use

the 11 inch .52 cor., 300 lbs. compression A.S.A. approved softballs. Ball color **MUST** be optic Yellow.

## 2.3 SCHEDULES

- A. Number of Games - Games will be played in accordance with the schedule set by the Department of Parks, Recreation and Tourism, depending on the time available, number of teams in the league, and the budget funds available.

## 2.4 LENGTH OF GAMES

- A. General Time Limit - The time limit for all games will be one hour, or seven innings, whichever comes first. However, if time runs out during an incomplete inning, the inning will be finished unless the home team has the lead and the visiting team completed their turn at bat. Four and one half innings constitute a game. Losing team must have had five turns at bat. Exceptions - 1 hour time limit and run rule. The one hour time limit and run rule applies to all games, regular season, play-off, championship, tournaments, etc.
- B. Ties - If the two teams' scores are tied when the game time runs out, the game will continue until a winner is decided in a complete inning. The game does not have to be limited to seven innings in this case. If the next game on the schedule has been delayed by the tied game, it will start within five minutes after the tied game has been completed.
- C. Infield - Due to a shortage of time, no infield pre-game practice will be allowed. Managers are instructed to keep teams off the infield entirely. Umpires and field monitors are to enforce this rule.
- D. Time Consideration for Injuries - In the event of an injury to a player, the umpire will allow only the time he deems necessary for the safe removal of the player. This amount of time will be added to the time limit of the game and the umpire will immediately inform each manager of the new time limit.
- E. Cancellation of Games After Start - After a game has started the weather and field conditions will be judged by the umpires. If a game is halted due to rain or other adverse conditions, teams must not leave the park for 15 minutes. Umpires will make a definite decision whether the game will continue or be canceled. If the umpires decide to continue the game and either of the teams have left or are not ready to play at the end of the 15-minute period, the team at fault will forfeit. Games will not be permitted during a drizzling rain which, in the opinion of the umpires or Parks, Recreation and Tourism officials, will be unsafe or could affect the lights. Games that are not completed as per the rule requirement will be resumed at the point the game was stopped on the next available rescheduled date.

## 2.5 SPECIAL RULES

- A. All teams must have a minimum of 7 players to start a game. Exception: coed leagues (must have a minimum of 6 including at least 3 men and 3 women).

A team that starts with 10, 11 or 12 players and in the course of the game loses a player for any reason other than ejection, that batting position becomes an automatic out. **THIS PROCEDURE CAN BE USED ONLY ONCE PER TEAM, PER GAME.** If because of removal of a player from the game by ejection, and the team has no substitutes, the game shall be a forfeit.

- B. Open Substitution – All teams may utilize open substitution allowing any legal player to play on defense and not be in the official batting line up.
- C. Balls and Strikes - A 3-2 count, 2<sup>nd</sup> foul ball after one (1) strike batter is out, will be used in all games.
- D. Run Rule- 20, 15 & 10 rule will be used in all games. If a team is ahead by 20 runs after 3, 15 runs after 4 and 10 runs after 5, the game will be called.
- E. Grace Period - Teams scheduled for their first game of the day shall be ready to play at the scheduled time with **NO GRACE PERIOD.** Provided both teams agree, they may start a game early.
- F. Home Run Rule - All home runs hit in excess of limit shall be declared an out.
1. Men's Open League  
 Clipper Division – 8 Home Run Limit  
 Capital Division - 6 Home Runs Limit  
 All Other Divisions - 2 Home Runs Limit
  2. Women's Open League - Unlimited
  3. Church League -  
 Top Division- 6 Home Runs Limit  
 All other division- 2 Home Runs Limit
  4. Industrial League – 6 Home Run Limit
  5. Co-Ed League - 3 Home Run limit all divisions

## G. Co-Ed Rules

### 1. Offensive Rules

- a. A team must have a minimum of 3 men and 3 women in the batting lineup to start the game. When a team starts a game with less than 10 players, the run rule in section 2.5 D is in effect.
- b. The batting lineup must alternate between sexes. However, if a team is shorthanded for the 7<sup>th</sup> through the 12<sup>th</sup> positions, a female may bat in a male's position, but a male cannot bat in a female's position. Any vacant batting positions will be declared as outs and must go at the end of the batting order.
- c. A team that starts with 10 or 12 players and in the course of the game loses a player for any reason other than ejection, that batting position becomes an automatic out. This procedure can be used only once per team per game. If an ejection occurs and the team has no same sex substitute to replace the ejected player, the game will be a forfeit.
- d. Any walk to a male batter will result in a two-base award. The next batter, a female, will bat. (Exception: With two outs, the female batter has the option to walk or bat.)

### 2. Defensive Rules

- a. Each team must have a minimum of 3 men and 3 women in the field to start the game.
- b. For the 7<sup>th</sup>, 8<sup>th</sup>, 9<sup>th</sup> and 10<sup>th</sup> players, females may play **in place of a male**, but a male cannot play in **place of a female**. **All offensive rules regarding run rules, batting lineup, loss of players and walking of male batters ( G.1 a-d) still apply.**
- c.

**H. Courtesy Runner – Teams may use one (1) courtesy runner per half inning. Any non-ejected player not on base may be used as a courtesy runner. Courtesy runners must stay on the base until they score, are put out, or the half-inning ends. Should the player who is acting as a courtesy runner come**

**to bat while still on base, their batting position becomes an out and the next scheduled batter will come to bat. Coed Leagues: a male must run for a male and a female must run for a female.**

## 2.6 EQUIPMENT

- A. Rubber sole shoes or molded rubber cleats are required to be eligible to participate. Shoes with metal spikes are prohibited and players who are detected wearing metal spikes will be ejected from the game and subject to the automatic additional one-game suspension.
- B. Protective Equipment - Face masks and chest protectors should be worn by catchers in all leagues.
- C. Uniforms - Teams must wear numbered shirts with no duplicate numbers. Numbers should be 4 inches or larger. Players without numbers will be ineligible. **Player's numbers are required on the roster but an individual player's number will not be an eligible protest.**
- D. Bats – All bats must be ASA approved. **Age/gender specific bats may only be allowed in those leagues.**

## 2.7 PLAYING FIELDS

- A. Rain - The Department of Parks, Recreation and Tourism cannot assume the responsibility of notifying all managers about the conditions of playing fields. Managers of the teams involved may call the Department for any available information. Players are requested to call their managers and not the Department. Games will not be canceled because of threatening weather.

## 2.8 PROTESTS AND PENALTIES

- A. Documentation - Protests, applications, agreements, suggestions, and any other matters brought to the attention of the Department of Parks, Recreation and Tourism, must be presented in writing over the signature of the writer.
- B. Protests - Any coach who protests an umpire's interpretation of a rule must notify the umpire immediately at the time of the incident. The umpire will then announce to both coaches that the game is being played under protest. All statistics will be recorded by the umpire in the home team scorebook and on the official game scorecard. Only a coach may submit a protest. No protest will be accepted at the conclusion of the game after both teams leave the field. (Exception: Eligibility Protest). The protesting manager must notify the Parks and Recreation Department office, in writing, within two (2) working days which

also includes eligibility protests. The complete facts and the rules to cover the protest must be stated at this time. A fee of **\$50.00** (payable to the Treasurer, Chesapeake by check or money order) must accompany each protest. If the above procedure is not followed, a protest will not be considered. If the protest is upheld, the fee will be returned. If the protest is overruled, the fee will be deposited into the general fund of the City of Chesapeake.

**A PROTEST CONCERNING AN UMPIRE'S JUDGEMENT WILL NOT BE CONSIDERED.**

- C. Complete Protest - (incomplete protests will not be considered) Team submitting protest must submit their scorebook and it must be in order as to players' names and numbers as written on the contract. The scorebook must be signed by the umpire. All facts concerning the protest must be in writing stating which rule by number that was misinterpreted. The protest must be signed by the team manager.
- D. Protest Decisions – The Department of Parks, Recreation and Tourism staff will make the final decision on all protests and decide on protests determined incomplete or unacceptable.
- E. Tournament Protest - Rule interpretation protests for softball will be decided before the next pitch. For all adult sports, written ineligible player protests that do not involve a player's identification requirement will be addressed the next working day. The protest must be submitted in writing to staff with the \$50.00 protest fee before leaving the site.

## 2.9 SCOREKEEPING

- A. Score - The plate umpire will record the official score of runs on the official's card between each inning. He will also announce the score in order to prevent confusion.
- B. Scorebook - The home team will be required to keep the official scorebook. The scorekeeper is instructed to write down the beginning time for each game in the scorebook and notify the visiting team. The official scorekeeper is instructed to ask the umpire for starting time and notify the visiting scorekeeper and write the time in the scorebook. It is the scorekeeper's responsibility to check with the official scorekeeper after each half inning, notifying umpire immediately of any discrepancies.
- C. Scorebook Entries - Game scorebooks must list the players' names exactly as they are written on the contract. Player's numbers must also be listed.